



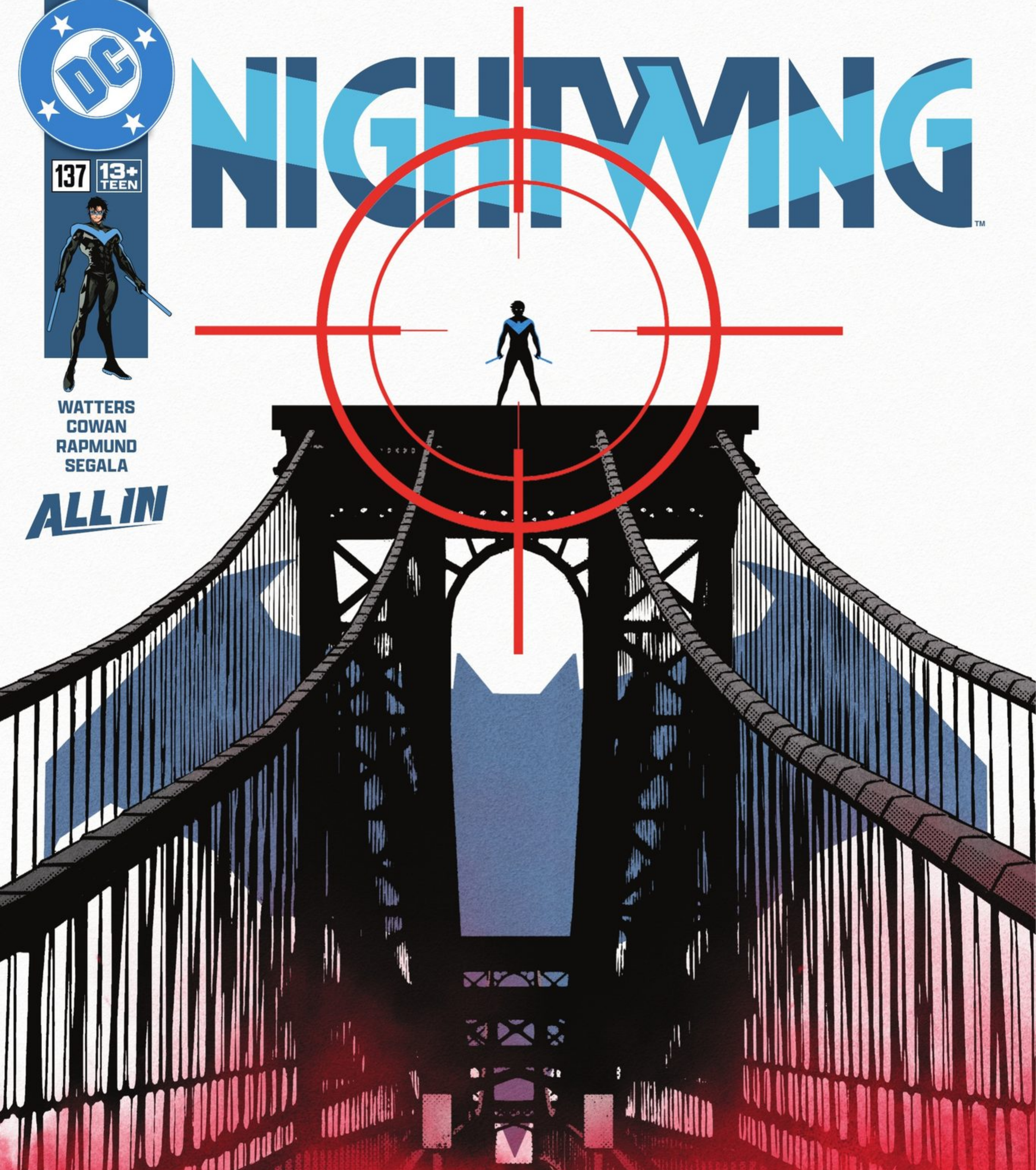
137 13+ TEEN



WATTERS
COWAN
RAPMUND
SEGALA

ALL IN

NIGHTWING



THE BRIDGE

FOURIES



Written and drawn by JAMAL CAMPBELL

NEXT
LEVEL

APRIL

ZATANNA #1



© & TM DC

THE GREATEST TOUR IN MAGIC BEGINS!



THE WOMAN WAS
AFRAID... SHE WAS
CONFUSED.



SHE STUCK
THE JAGGED
CHUNK OF
METAL IN MY
NECK, AND
TWISTED.



AND THEN...

AND THEN WE...



WE WERE
GOING SO
FAST.

THEY'RE
SAYING NIGHTWING
CAUSED THE
PILEUP ON THE
FREEWAY.

NINE
PEOPLE
DEAD...AND HE
JUST CRAWLS
FROM THE
WRECKAGE AND
VANISHES.

ANYONE ELSE,
IN A SITUATION LIKE
THAT? THEY'D HAVE TO
TAKE RESPONSIBILITY.
FACE AN INQUIRY OR
SOMETHING.

WHEREAS
A VIGILANTE
LIKE HIM...A
GUY IN A MASK?
HE JUST
WALTZES
AWAY.

GETS TO
FORGET
ABOUT IT.

I ASK YOU,
BLÜDHAVEN...
HOW MANY OF OUR
NEIGHBORS HAVE
TO BE SACRIFICED
BEFORE WE WAKE
UP TO WHAT'S
GOING ON WITH
THESE CRAZY
CAPES?

THEY'RE
RIGHT.

WHAT DO I THINK
I'M DOING?

SLEEPING, WHILE
SHE'S STILL OUT
THERE SOMEWHERE.

I SHOULD BE
LOOKING FOR
HER. TRACKING
HER DOWN.

THOUGH I
MUST ADMIT...

...I'M STRUGGLING NOT TO SEE HER AROUND EVERY CORNER.

I'M STUCK ON THE BRIDGE BECAUSE OF COURSE I AM.

BECAUSE THEY'VE REROUTED ALL THE TRAFFIC FROM GOTHAM THIS WAY, BECAUSE OF COURSE THEY HAVE.

BECAUSE THERE'S **ALWAYS** CONSTRUCTION HAPPENING IN BLÜDHAVEN THESE DAYS.

THIS NEW MAYOR IS RIPPING UP HALF THE CITY, I SWEAR.



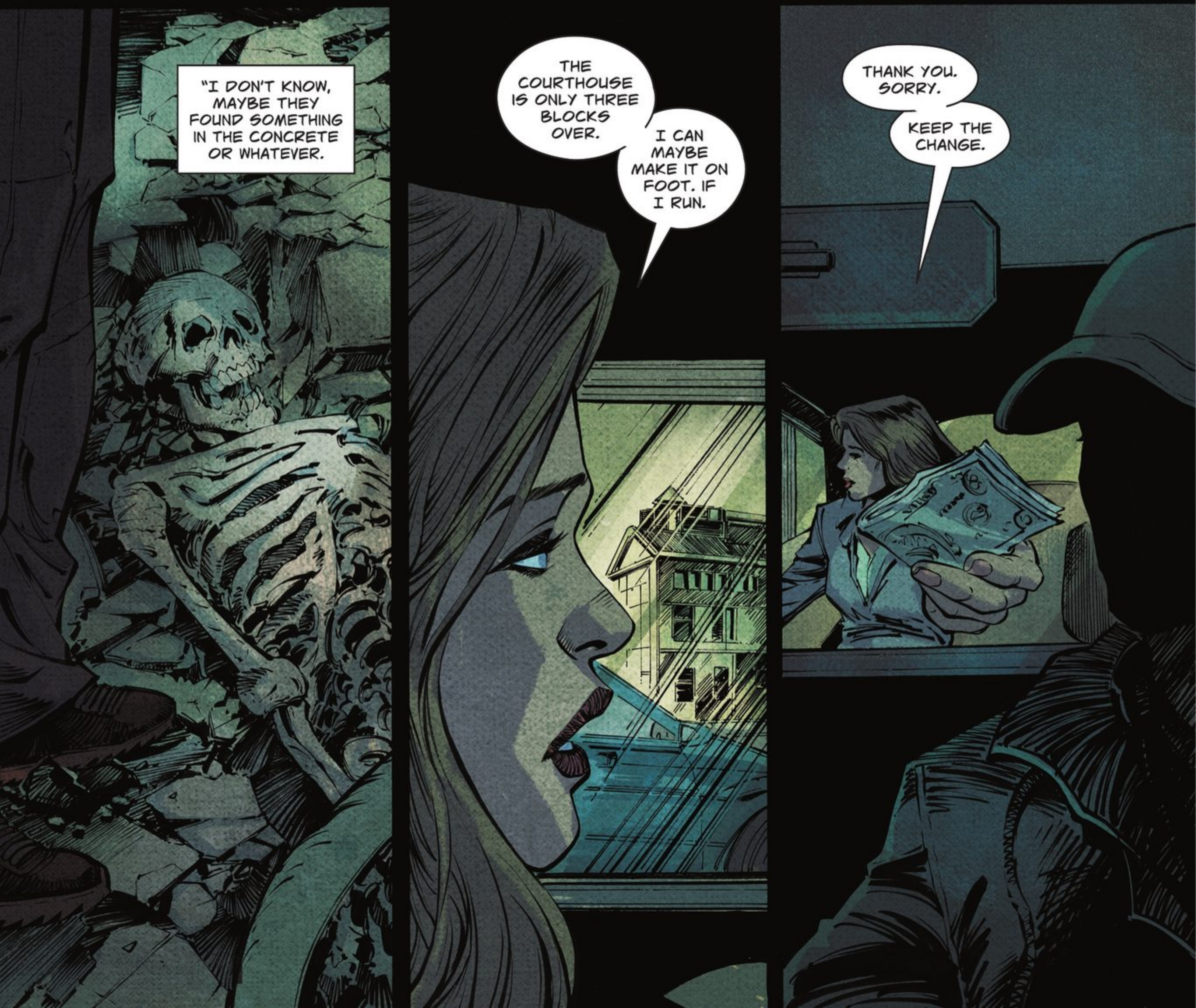
"I DON'T KNOW, MAYBE THEY FOUND SOMETHING IN THE CONCRETE OR WHATEVER.

THE COURTHOUSE IS ONLY THREE BLOCKS OVER.

I CAN MAYBE MAKE IT ON FOOT. IF I RUN.

THANK YOU. SORRY.

KEEP THE CHANGE.





"WE THOUGHT
WE HAD AN ACTIVE
SHOOTER."



"A SNIPER OVERLOOKING
THE BRIDGE FROM THE
BLÜDHAVEN SIDE,
PREVENTING ANYONE
FROM LEAVING."



"WE WERE
WRONG."

"BECAUSE WHEN WE ATTEMPTED TO EVACUATE FROM THE **OTHER** END OF THE BRIDGE, THREE DRIVERS DIED.

"WE HAVE **TWO** ACTIVE SHOOTERS WORKING IN TANDEM. ONE OVERLOOKING EACH SIDE.

"LONG STORY SHORT? BLÜDHAVEN BRIDGE IS UNDER SIEGE.

"NO ONE CAN GET ON OR OFF.

SO FAR, THERE'S NOTHING TO CONNECT THE SHOOTINGS TO THE **HUMAN REMAINS** DISCOVERED IN THE CONCRETE OF THE SUPPORT COLUMN EARLIER THIS MORNING.

AND RIGHT NOW? I DON'T REALLY CARE.

NIGHTWING. YOU AND I ARE DUE A **CONVERSATION** ABOUT THE CAR CRASH ON THE SUPER-HIGHWAY.

BUT IF WE DON'T RESOLVE **THIS** SOON, WE'RE GOING TO HAVE MASS PANIC ON OUR HANDS, AND A LOT MORE PEOPLE ARE GOING TO DIE.

WORKING ON IT, COMMISSIONER SAWYER...



Nightwing: Blüdhaven Lore part 2

THE BRIDGE

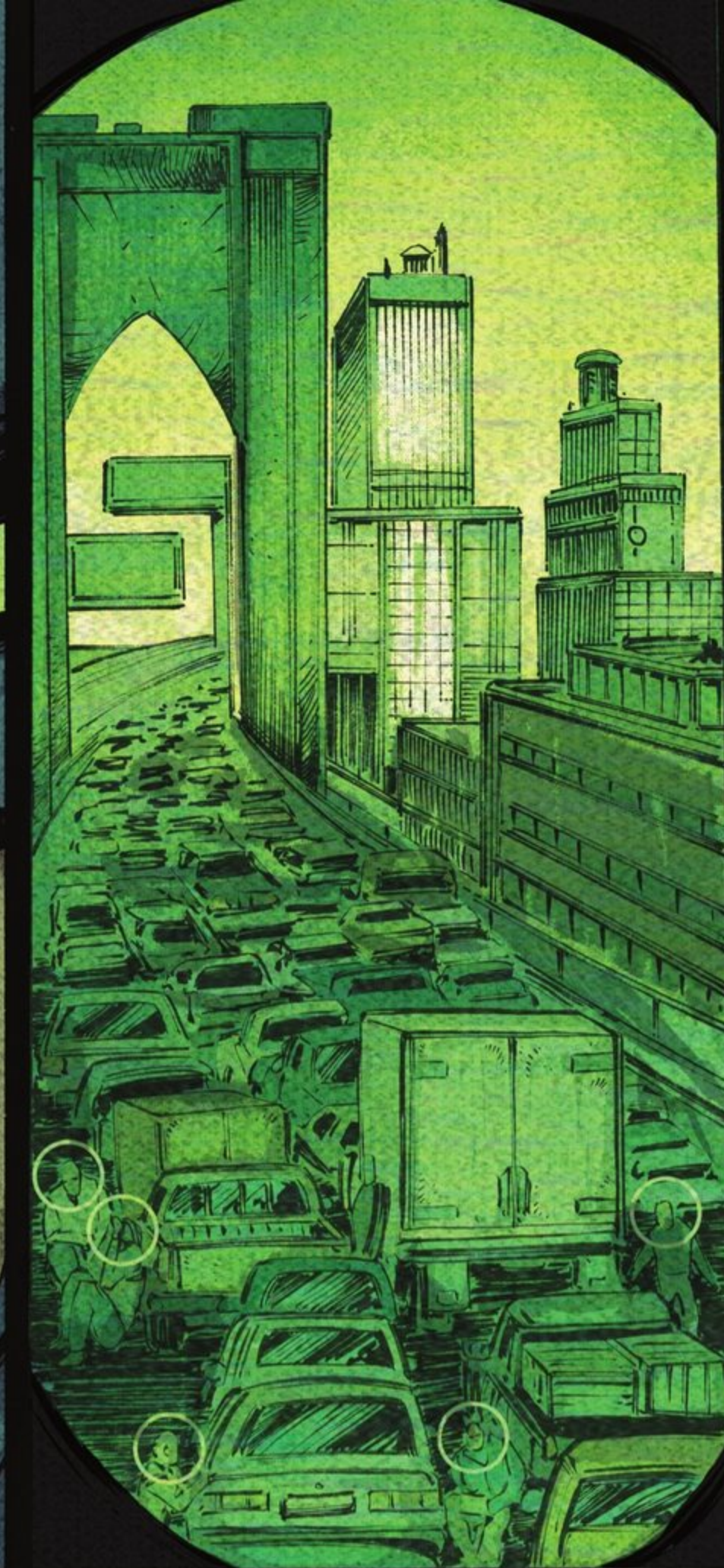
DAN WATTERS WRITER	DENYS COWAN PENCILS	NORM RAPMUND INKS	FRANCESCO SEGALA COLORS	WES ABBOTT LETTERS
JORGE FORNÉS COVER	DAVID NAKAYAMA AND MARTIN SIMMONDS VARIANT COVERS			COWAN, RAPMUND & SEGALA "THINGS TO COME" VARIANT COVER
JESSICA BERBEY EDITOR	ROB LEVIN GROUP EDITOR	NIGHTWING CREATED BY MARY WOLFMAN AND GEORGE PÉREZ		



BATCOMPUTER.

RUN FACIAL
RECOGNITION.

LOOKING
FOR ANY AND
ALL PERSONS OF
INTEREST.



NIGHTWING.
THE FIRST VICTIM
WAS A PUBLIC
DEFENDER.

SHE
WASN'T THE
SOLE TARGET--
OR THIS WOULD
ALL BE OVER
ALREADY.



I'VE I.D.'D A MID-LEVEL
BLOCKBUSTER GANG MEMBER,
A DELUSIONAL SENATE HOPEFUL,
AND THE RECEPTIONIST OF A
TOBACCO INDUSTRY
LOBBYIST.

NO CONNECTIVE TISSUE
BETWEEN ANY OF THEM AND
THE LAWYER AS FAR AS
I CAN TELL.

ANY
LEADS
ON YOUR
END?



WHAT
ARE YOU
DOING HERE,
BATMAN?

...

LET'S
DEAL
WITH THIS
FIRST.



YOU KNOW FOURTEEN CONSTRUCTION WORKERS DIED WHEN BLÜDHAVEN BRIDGE WAS BUILT IN THE EARLY 1920s?

MOSTLY IMMIGRANTS MADE TO WORK LONG HOURS IN UNSAFE CONDITIONS.

BLÜDHAVEN'S REALLY NEVER CHANGED MUCH.



THE BRIDGE IS ROUGHLY TWO THOUSAND FEET LONG AND FERRIES CLOSE TO TWO HUNDRED THOUSAND SOULS A DAY.

MANY OF THEM ENDURE LONG COMMUTES TO GOTHAM OR OTHER COASTAL CITIES.

THEY WORK IN AFFLUENT PLACES, BUT ALL THOSE WHO COULD AFFORD TO MOVED OUT OF CENTRAL BLÜDHAVEN BEFORE THE SUPERHIGHWAY WAS BUILT.



WHY VICTIMIZE THE POWERLESS LIKE THIS?

WHY COORDINATE TO HARM THE DESPERATE?

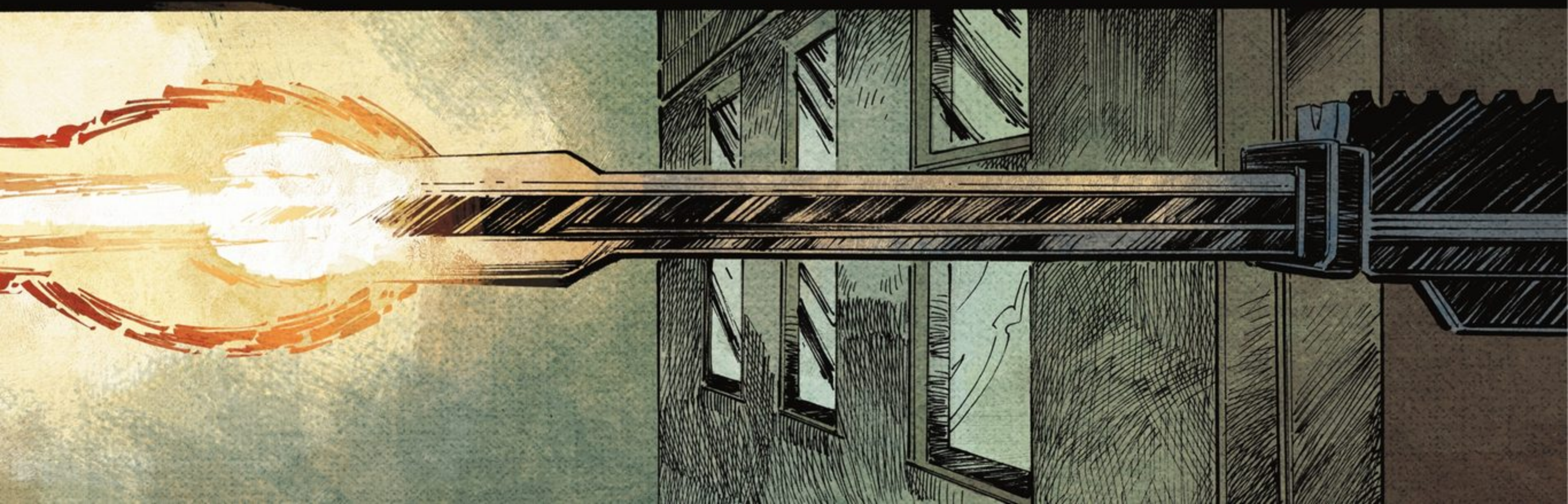


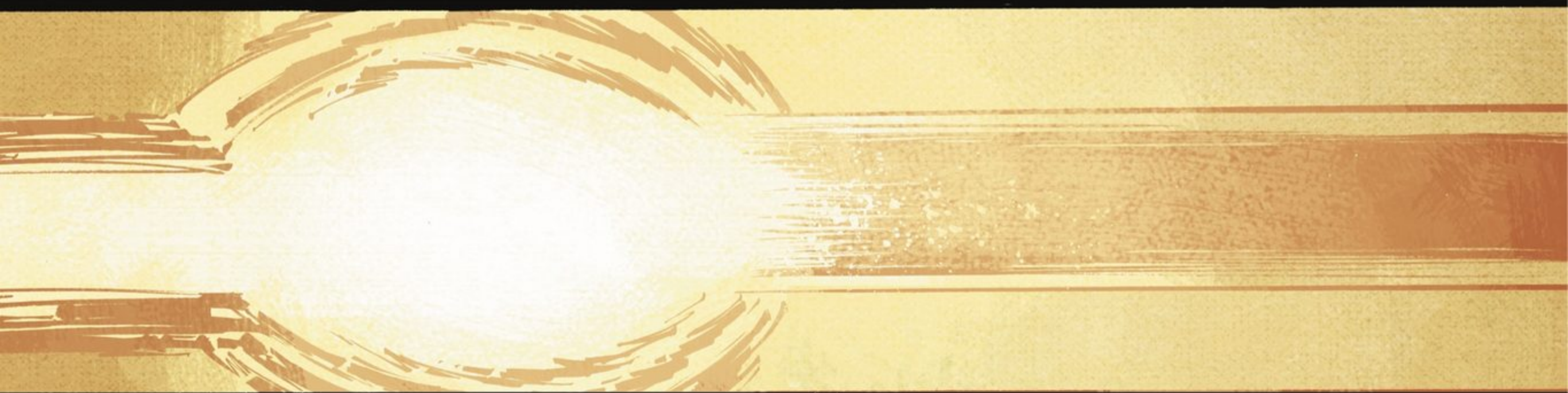
UNLESS THIS ISN'T ABOUT ANY OF THE PEOPLE WHO'VE BEEN KILLED SO FAR.



I'VE IDENTIFIED THE MOST ADVANTAGEOUS SPOT FOR A SNIPER'S NEST.

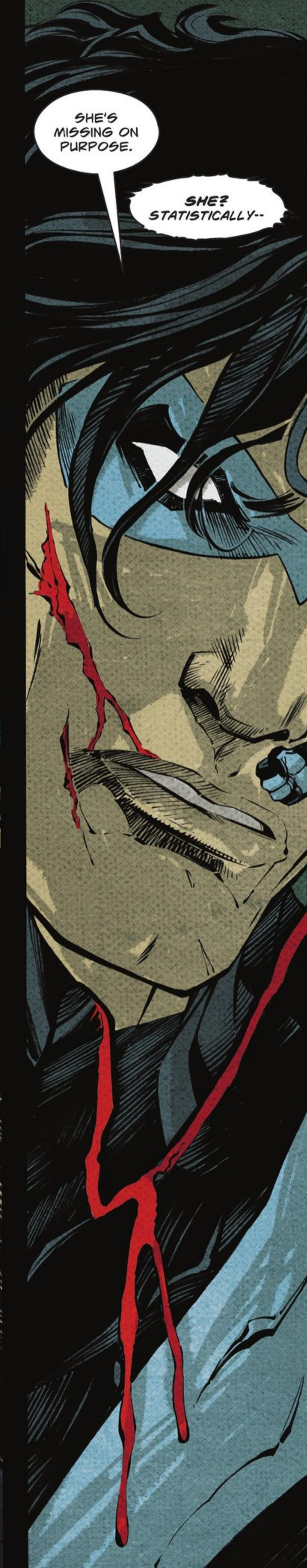
CLEAREST VIEW OF THE BRIDGE. FEW NEIGHBORS TO REPORT SHOTS AND ADJACENT BUILDINGS PROVIDING A WIND SHIELD.







IT'S...
IT'S A
GRAZE.



SHE'S
MISSING ON
PURPOSE.

SHE?
STATISTICALLY--



I SAW
THE MUZZLE
FLASH.

I'VE GOT
HER. STAY ON
YOUR SIDE OF
THE BRIDGE.

NIGHTWING...
YOU AREN'T
THINKING
STRAIGHT.

I'M
COMING
TO YOU.



SO WAS THE
ARCHITECT OF
THE BLÜDHAVEN
BRIDGE.

RAUL
RUSCOVA.

CONSTRUCTION
SACRIFICE WAS
COMMON IN ROMANIA,
CENTURIES AGO.

IT'S
PROBABLY WHAT
STARTED THE URBAN
MYTH THAT RUSCOVA
BURIED A WORKER
ALIVE IN THE
STRUCTURE OF
THE BRIDGE.

OUR FATHER
SAID IT NEEDED TO
BE BUILT WITH A SOUL.
OR ELSE IT WOULD TAKE
MANY. IT WOULD TAKE
THEM FROM THOSE
WHO CROSS IT.

THAT'S WHY
HE TAUGHT US
TO **SHOOT**.

YOU AND
YOUR PARTNER
HAVE ALREADY
KILLED SIX.

THAT ISN'T
ENOUGH?!

IT HAS TO MEAN
SOMETHING!

I GET
IT. A SACRIFICE
CAN'T BE RANDOM,
OR IT'S **NOT**
A SACRIFICE
AT ALL.

JUST...
MEANINGLESS
DEATH.



THERE ARE CLEANER LINES OF SIGHT TO THE BRIDGE THAN FROM THIS BUILDING...

YOU CHOSE THIS PLACE BECAUSE IT'S NEARER.

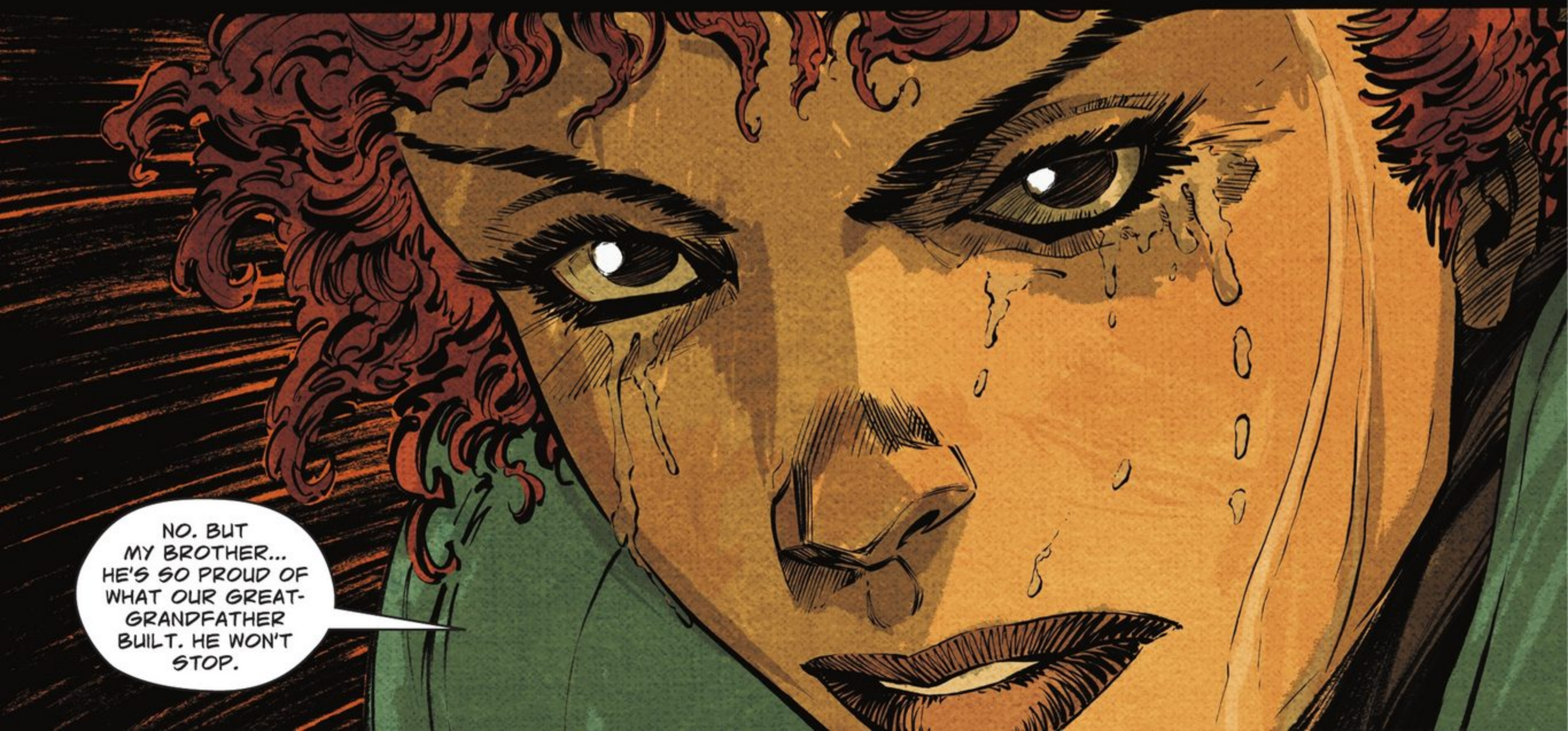


THE "SOMEBODY" ON THE BRIDGE... THE **TARGET**... YOU'RE STAYING AS CLOSE TO THEM AS POSSIBLE.



IT'S SOMEONE YOU LOVE.

SOMEONE YOU DON'T WANT TO HURT.



NO. BUT MY BROTHER... HE'S SO PROUD OF WHAT OUR GREAT-GRANDFATHER BUILT. HE WON'T STOP.





SHE...
WHAT DO
YOU...?



NO.
OH NO,
IOANA.



NO.



"IT WASN'T DIFFICULT TO IDENTIFY
THEIR *INTENDED* VICTIM WHEN
THE COPS TOOK IOANA IN.

"HE WAS THE CONSTRUCTION
WORKER TRYING TO PUSH THROUGH
THE CROWD. HOWLING HER NAME.



"HER
FIANCÉ."

"ANDREI RUSCOVA HAD CONVINCED HIS SISTER THE SACRIFICE HAD TO **MEAN** SOMETHING. HE DIDN'T HAVE ANYONE IMPORTANT TO HIM. SHE DID.

"BUT IONA WASN'T WILLING TO KILL THE MAN SHE LOVED...SO SHE FIRED RECKLESSLY. **HOPING** SHE'D BE CAUGHT.

"EVEN THE WOMAN SHE SHOT WAS PROBABLY AN UNLUCKY HIT.



"EITHER WAY. IT HAPPENED. ANY FUTURE IOANA DREAMED OF IS OVER...

...SHE SACRIFICED HER **OWN** LIFE FOR THE BRIDGE.

PERHAPS THAT WILL KEEP HER GREAT-GRAND-FATHER'S SPIRIT APPEASED.

COMMITTING
RITUAL MURDER TO
PROTECT ARCHITECTURE.
YOU'D HOPE WE'D BE
PAST THAT BY NOW
AS A SPECIES.

MAYBE.
BUT THIS IS
BLÜDHAVEN. A
CITY DESTROYED
AND REMADE HALF A
DOZEN TIMES. EVERY
STEP WE TAKE
HERE IS OVER
THE BONES OF
THE DEAD.

AND THIS
EVENING, WHEN
FORENSICS WAS
GOING OVER THE SCENE,
ONE OF THE EGGHEADS
NOTICED THIS HAIRLINE
FISSURE...A METER
FROM WHERE ONE OF
IOANA'S BULLETS
STRUCK.

THEY'RE
GOING TO USE
ULTRASOUND TO SEE
HOW DEEP IT GOES...BUT
IF IT'S **STRUCTURAL**, IT
COULD HAVE COLLAPSED
THE WHOLE BRIDGE.
PROBABLY WITHIN
THE NEXT YEAR
OR SO.

THEY
MIGHT NOT
HAVE FOUND IT IF
TODAY HADN'T
HAPPENED.



DICK...
I CAME TO
BLÜDHAVEN
TO SEE IF YOU
WERE **ALL**
RIGHT.

AFTER
THE **CAR**
CRASH.

BUT
WHAT YOU DID...
LETTING HER
SHOOT AT
YOU...





WHAT WE DO COMES WITH **RISKS**. WHATEVER THE MEDIA IS SAYING, THE HIGHWAY CRASH ISN'T ON YOUR HEAD.

YOU WERE TRYING TO HELP SOMEONE.



THE WOMAN IN MY CAR THAT NIGHT. SHE TOLD ME SHE WAS A **WITCH**, HANGED IN BLÜDHAVEN THREE CENTURIES AGO.

SHE SAID SHE'D RETURNED TO PUNISH THE MEN OF THE CITY FOR WHAT HAPPENED TO HER.

YOU BELIEVE HER?



THE SUPERHIGHWAY IS BRAND NEW. IT'S DUG UP SO MUCH OF THE CITY. **UNEARTHING** THINGS.

AND ALREADY THE NUMBER OF ACCIDENTS. THE NUMBER OF **DISAPPEARANCES**. THEY'RE... **IMPROBABLE**.

SHE MIGHT BE RESPONSIBLE... OR AT LEAST CONNECTED.

DICK. YOU CLEARLY HAVEN'T BEEN **SLEEPING**. YOU'RE PHYSICALLY A MESS, AND YOU'RE TAKING UNNECESSARY RISKS.



EVEN IF YOU **FIND** HER... IT WON'T **UNDO** WHAT'S ALREADY HAPPENED.

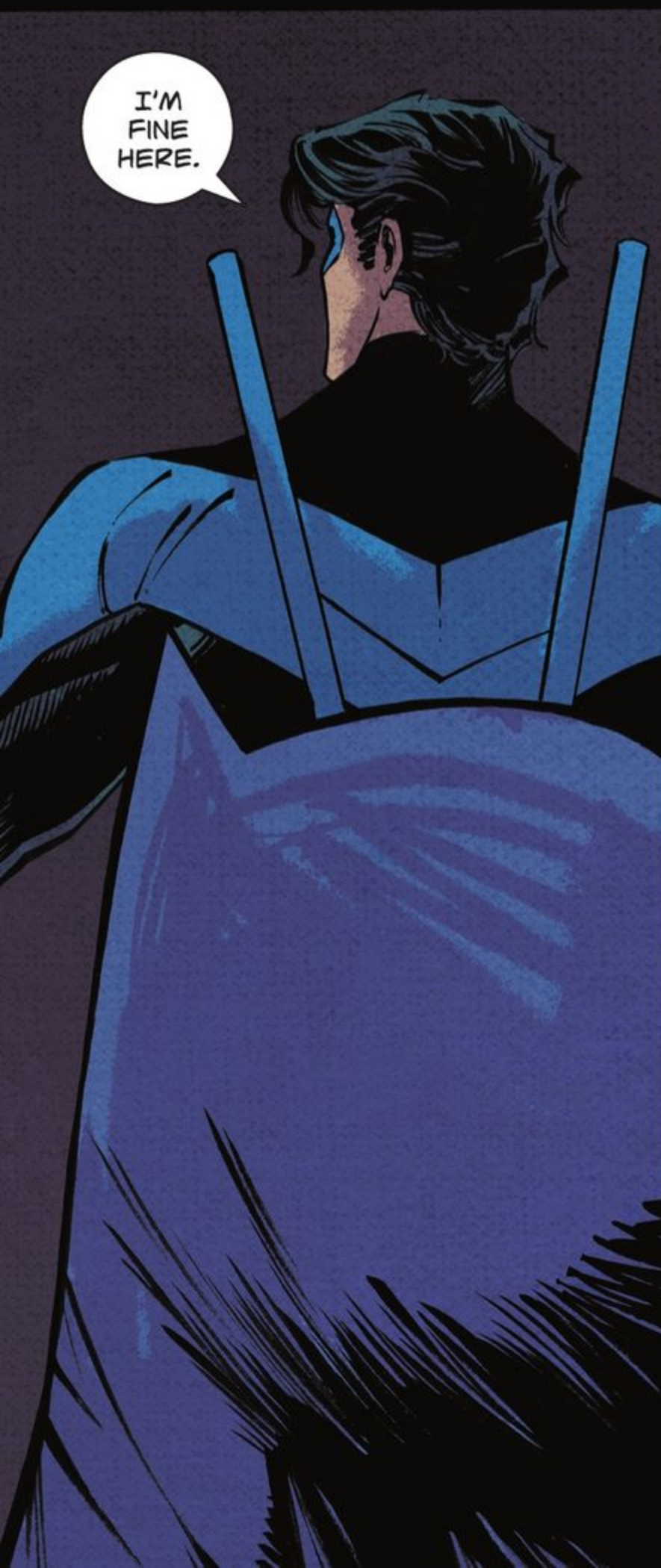
I KNOW HOW YOU FEEL, BUT--

YOU KNOW HOW I FEEL?!



YOU KNOW, YOU CAN RUN ALL THE SCENARIOS. ANALYZE ANGLES AND BALLISTICS AND STATISTICS.

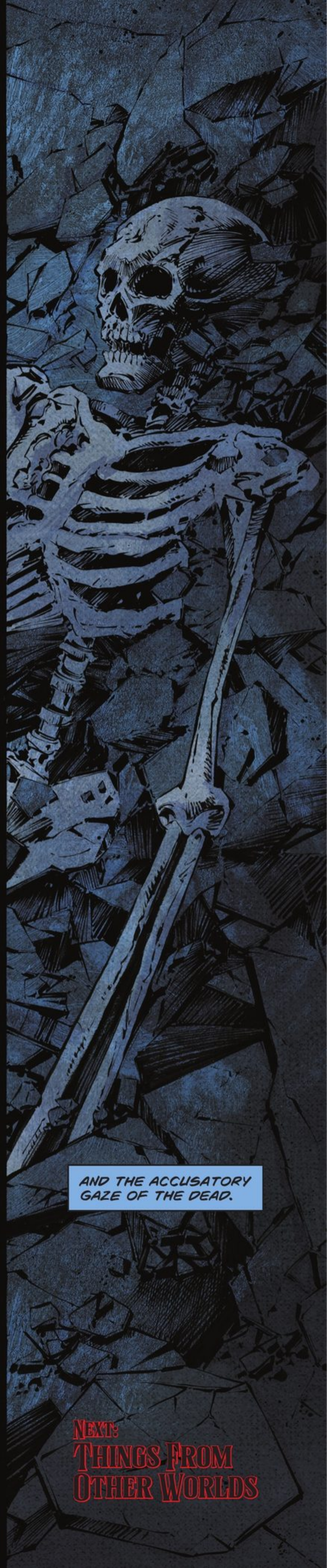
BUT YOU COULDN'T FIGURE OUT THE SHOOTER WAS ACTING OUT OF **LOVE**.



THE SOUND OF CARS
CRASHING. BREAKING
GLASS. SCREAMING
STEEL.

SCREAMING
PEOPLE.

THE ACCUSATIONS
OF THE WITCH OF
BLÜDHAVEN.



AND THE ACCUSATORY
GAZE OF THE DEAD.

NEXT:
THINGS FROM
OTHER WORLDS

I LOVE
MAGIC.

MAGIC
IS BOUNDLESS
WONDER. MAGIC
IS UNFATHOMABLE
HORROR. MAGIC
IS UNFETTERED
KNOWLEDGE.

YET,
MAGIC HAS
LOST SOME-
THING.

7 IN ERAS PAST, MAGIC CALLED
UPON INDIVIDUALS TO OVERSEE AND
GUIDE IT. THEY WERE KNOWN AS
OVERSEERS OF THE REALMS, ONES
SEEN BY MAGIC, THE GREATEST OF
MAGES: **THE PRIME MAGUS.**

THERE HASN'T
BEEN A PRIME
MAGUS IN OVER
A MILLENNIUM.

I THINK
IT'S LONG PAST
TIME I CHANGED
THAT.

ZATANNA

#1 Preview

WRITER/ARTIST
JAMAL CAMPBELL
LETTERER
ARIANA MAHER

COME ONE, COME ALL!
WITNESS THE GREATEST
MAGICAL TOUR TO EVER GRACE
THE REALMS OF MAGIC!

VIA THE GLAMOUR-LIT
STAGE OF THE WANDERING
SHADOWCREST THEATER...

MAKE SOME NOISE
FOR OUR BRAND NEW
PRIME MAGUS...

...ZATANNA
ZATARA, THE
GREATEST!

NO REALM IS TOO SMALL TO
RECEIVE HER PROTECTION, FOR
THE PRIME MAGUS VOWS TO BE
A SHIELD FOR ALL!

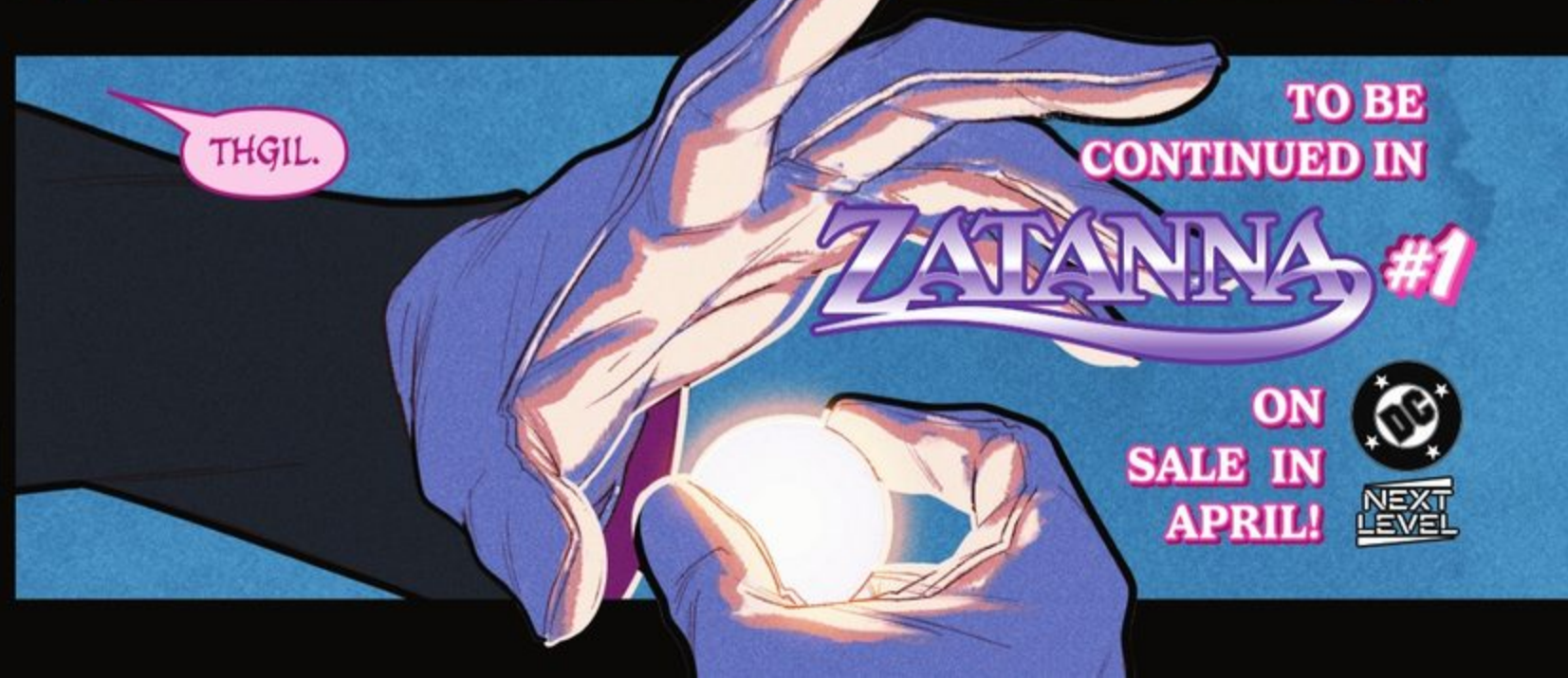
NO MORTAL IS TOO
ILL-FATED TO RECEIVE
HER BLESSINGS, FOR THE
PRIME MAGUS VOWS
TO BE AN AID TO ALL!

NO GOD-THING IS TOO PROUD
TO HEAR TO HER WORDS, FOR
THE PRIME MAGUS VOWS
TO BE A VOICE FOR ALL!

NO MONSTER IS TOO DAMNED TO
ESCAPE HER JUSTICE, FOR THE PRIME
MAGUS VOWS TO BE A SWORD FOR ALL!

WHERE WILL SHE
STOP NEXT? WHERE SHE
IS NEEDED MOST.

RAVEN-1
TO BE A TEAM
STATUE?



TO BE
CONTINUED IN

ZATANNA #1

ON
SALE IN
APRIL!



TATJANA WOOD

Remembering a Legend

In the Words of Friends, Collaborators, and Those She Inspired
1926-2026

"Tatjana was a trailblazer; her impact and influence are immeasurable. With her fine artist's touch and evocative palette, she made every story better."

—**Karen Berger** (editor, *Swamp Thing*, *Animal Man*, *Wonder Woman*, and more)

"I have to thank Tatjana for making me and many other artists look good. Her work was exemplary."

—**Brian Bolland** (artist, *Camelot 3000* and more)

"I never had to worry about whether the coloring would be good or not; she spoiled me in that regard."

—**Nancy A. Collins** (writer, *Swamp Thing*)

"I remember her fondly. With her dark, smoky voice and awesome color sense. With a limited palette and a lot of talent. She did miracles."

—**Denys Cowan** (artist, *The Question*)

"One of the greatest comic book colorists of the last century. When I found out Tatjana would be working on *The Warlord*, it made me want to do better work, and she always gave back more than she got."

—**Mike Grell** (writer/artist, *The Warlord*)

"Tatjana Wood was as vital to the legacy of *Swamp Thing* as any writer or artist. She was the through line connecting so many great eras of the title. Her work was the epitome of accentuating the line art without upstaging it. A true master. I count myself lucky to have worked with her."

—**Phil Hester** (artist, *Swamp Thing*)

"Underrated, except by history. Undervalued, except by her peers. She has been an inspiration to my journey, and so many others'."

—**Richard Horie** (colorist)

"Tatjana Wood was a storyteller. Her aesthetics were pure and stunning, her approach nuanced and innovative. Through masterful use of hue and value, without the shortcuts of modern technological effects, she defined a new frontier in coloring."

—**Marie Javins** (DC Comics editor-in-chief, colorist)

"I remember being around 10-12 years old, picking up the phone (usually after dinner), and hearing a gravelly woman's voice ask very nicely to speak to my father. I asked who she was. He said she was the best colorist in the business. I'm pretty sure my dad had Tatjana color everything he drew, and for that very good reason."

—**Andy Kubert** (artist, son of Joe Kubert)

"Tatjana made the world more beautiful, one brushstroke or gesture at a time."

—**Paul Levitz** (editor, *Swamp Thing*)

"She had an extremely limited palette to work with in those days, and the way she utilized those limitations proved masterful. Complete legend."

—**Lee Loughridge** (colorist)

"She was smart, talented, funny, and as nice to a then-young editor as I possibly could have hoped for. Just the best."

—**Stuart Moore** (editor, *Swamp Thing*, *BrainBanx*, and more)

"Words can't describe how impressive her work was. She managed to make magic from an extremely limited palette and almost none of the special effects that modern colorists take for granted."

—**Trish Mulvihill** (colorist, *Swamp Thing* 1989)

"Besides being one of the very best in her field, Tatjana was funny, creative, and wise. I was so lucky to know her."

—**Tom Peyer** (editor, *Swamp Thing*, *Animal Man*, and more)

"Tatjana colored the first comic I drew for DC and managed to pull my haphazard linework into beautiful, coherent pages. She took the trouble to pass on advice and help for how to navigate color comics linework, advice I am grateful for and still use!"

—**Steve Pugh** (artist, *Animal Man*)

"Tatjana stands at the forefront of the comic book industry's greatest colorists, whose work was produced during an era before computer coloring made that job much easier. Bless you and thank you, Tatjana, for all the beautiful work you've done throughout your amazing career."

—**John Totleben** (inker/artist, *Swamp Thing*)

"Tatjana's coloring was wonderfully subtle and muted; her colors perfectly complemented the line art and helped tell the story."

—**Chaz Truog** (artist, *Animal Man*)

"Tatjana understood the elegant beauty of the old-style coloring system better than anyone."

—**Rick Veitch** (writer/artist, *Swamp Thing*)

"Tatjana Wood was one of the great colorists who defined the aesthetics of mainstream comics during the late Silver Age and early Bronze Age."

—**José Villarrubia** (colorist, remastering *Swamp Thing*)

"Tatjana's coloring helped make all of us on *Swamp Thing*, including [Bernie] Wrightson, look good. A beautiful spirit that created beauty out of pulp ingredients."

—**Thomas Yeates** (artist, *Swamp Thing*)



A LOST CLASSIC DECADES IN THE MAKING—THE LONG-AWAITED
ISSUES #88-91 ARRIVE, AND THE AMBITIOUS FINAL EPIC BEGINS!

SWAMP THING

1989

Written by
RICK VEITCH

Art by
MICHAEL ZULLI
VINCE LOCKE
TOM MANDRAKE

Variant cover by
MICHAEL ZULLI



BLACK
LABEL

Ages 17+

Presented in period-
accurate trade dress
4 issues monthly
beginning
APRIL



**NATION****SPOTLIGHT ON****NEXT
LEVEL**

THE FURY OF FIRESTORM

INTERVIEW WITH **JEFF LEMIRE** AND **RAFAEL DE LATORRE**

Firestorm burns brighter, and more dangerously, than ever in *The Fury of Firestorm*, a bold new Next Level series from writer Jeff Lemire and artist Rafael De Latorre. Blending psychological horror, atomic-level spectacle, and a deep reverence for the hero's legacy, the series pushes one of DC's most volatile characters to his breaking point. When the Firestorm matrix begins to evolve beyond control, the fallout will reshape everything.

A HERO REIGNITED.

JEFF LEMIRE: This is a character I've loved since I was a kid in the '80s. I've always found him fascinating. There have been many versions of Firestorm over the years, and when I started talking with Scott Snyder and our DC editors, Andrew Marino and Marquis Draper, about Next Level, Firestorm came up. Andrew and Marquis are huge fans, and so am I.

We started thinking about how we could celebrate everything we love about the character while also doing something fresh, bold, and accessible to a new generation of readers. I challenged myself to really push it, and having Rafael as my partner made that easier. He's such a versatile artist; he can move between styles and bring different takes to the character in a really dynamic way.



LEMIRE: In the first issue, we learn that Ronnie is trying to control Firestorm on his own for the first time. He doesn't have a copilot, and as a result, he's losing control. The Firestorm matrix may have become sentient and autonomous, and Ronnie is buried deep inside.

From there, Firehawk, Lorraine Reilly, embarks on a desperate search across the DC Universe for Professor Stein, believing he may be the only one who can help Ronnie.

ATOMIC-LEVEL STAKES.

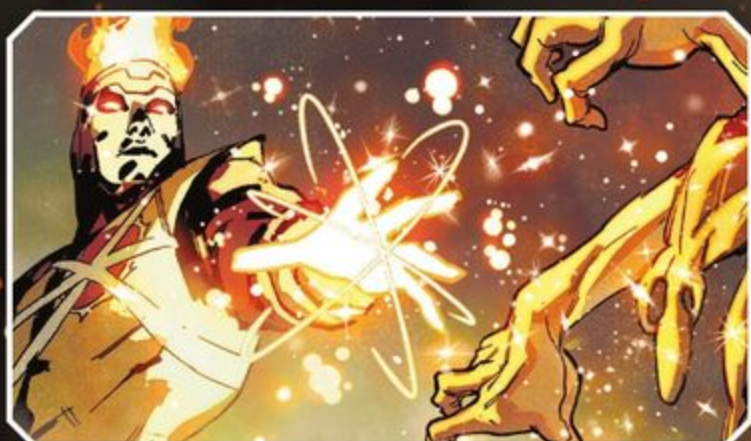
LEMIRE: What's always fascinated me about Firestorm is that at its heart, it's a story about identity. Traditionally, it's two people merged into one, fighting for control of the incredibly powerful Firestorm matrix. There have been different iterations over the years, but the one constant is change. Firestorm is always evolving, always in flux.

He's also one of the most underrated characters in terms of power level. At his base, he can manipulate reality at the atomic level, and the only real limit to that power is whoever's in control of it.

PAST AND PRESENT COLLIDE.

LEMIRE: On a fun meta level, while all this is happening in the present-day DC Universe, Ronnie is trapped inside the matrix, reliving his classic adventures. He's stuck in a loop the matrix has created to keep him subservient.

It allows us to celebrate Firestorm's past and revisit the different versions of the character over the years while pushing him into something new.



REALITY REIMAGINED.

RAFAEL DE LATORRE: It's been such a pleasure working on this project. When the idea was pitched to me, I was instantly hooked; it had so much potential. I also have to mention the incredible work colorist Marcelo Maiolo has done on these pages. We're close friends, and we talked a lot about exploring different styles throughout the book.

That's been one of the most exciting parts of the process, playing with different realities and leaning into different storytelling approaches. The colors really elevate that. They're pretty amazing.



NO COPILOT. NO CONTROL.

LEMIRE: That kind of power can be terrifying, and I started wondering what would happen if it went wrong, if Ronnie Raymond and Professor Stein lost control. In our story, Firestorm walks into a small town in Colorado and begins experimenting, first with objects, then with people. There's definitely a horror element to the book.



**DON'T MISS
THE FURY OF FIRESTORM,
ON SALE MONTHLY!**

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